

IV. AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A gaming machine comprising:

- a variable display unit that variably displays a plurality of symbols;
- an internal winning combination determination unit that is configured to determine an internal winning combination;
- a plurality of operation units with which a player stops the variable display of the variable display unit;
- a stop control unit that is configured to perform a stop control of the variable display based on the determination result of the internal winning combination determination unit and on a stop operation of each of the operation units;
- a game medium payout unit that is configured to pay out a game medium to the player in a case where a stop state of the variable display unit stopped by the stop control unit corresponds to a predetermined stop state; and
- a front display unit that is provided in front of the variable display unit and configured to enable the player to see the symbols on the variable display unit therethrough, and to display various images,

wherein the front display unit includes an electrical display device and is arranged to move relative to the variable display unit to and between a first front display unit position and a second front display unit position different from the first front display unit position,

wherein the front display unit includes:

- a frame that supports the electrical display device, the frame having a plurality of edge members serially connected to each other in a continuous loop to define and surround an opening that allows light to pass therethrough; and
- a light assembly connected to the frame and including a light source and a reflection cover, the light source disposed near a selected one of the plurality of edge members, the reflection cover connected to and along the selected one of the plurality of edge members to partially surround the light source and configured to simultaneously reflect light from the light source toward both the electrical display

device and the variable display unit regardless if the front display unit is in the first front display unit position or the second front display unit position,

wherein the front display unit has a front surface facing outwardly from the gaming machine and an opposite rear surface facing inwardly into the gaming machine and facially opposing the variable display unit, the reflection cover, as viewed in cross-section, is generally U-shaped thereby forming a generally U-shaped channel and has a pair of arm portions and U-shaped portion interconnecting the pair of arm portions and, with the light source disposed in the generally U-shaped channel, one of the pair of arm portions is connected to the selected one of the plurality of edge members and reflects light from the light source towards the variable display unit while a remaining one of the pair of arm portions reflects light from the light source towards the rear surface of the front display unit.

2. (Previously Presented) The gaming machine as claimed in claim 1, wherein the front display unit is movably arranged in a back and forth direction with respect to the variable display unit.
3. (Previously Presented) The gaming machine as claimed in claim 1, wherein the front display unit is movably arranged in an up and down direction with respect to the variable display unit.
4. (Previously Presented) The gaming machine as claimed in claim 1, wherein the front display unit is movably arranged between a position where the player is able to visually recognize the front display unit and a position where the player is unable to visually recognize the front display unit.
5. (Previously Presented) The gaming machine as claimed in claim 1, wherein the electrical display device is a flat liquid crystal panel.
6. (Previously Presented) The gaming machine as claimed in claim 1, wherein the

variable display unit is in a form of a plurality of reels operative to rotate about a common axis of rotation.

7. (Previously Presented) The gaming machine as claimed in claim 1, wherein the variable display unit includes a rotation shaft and a mechanical reel that rotates about the rotation shaft, and

wherein the front display unit is provided to be rotatable about the rotation shaft.

8. (Previously Presented) The gaming machine as claimed in claim 7 further comprising:

a support body that is loosely fitted into the rotation shaft, the support body supporting the front display unit; and

an actuator that rotates the support body about the rotation shaft to rotate the front display unit about the rotation shaft.

9. (Previously Presented) The gaming machine as claimed in claim 7, wherein the front display unit includes:

a frame that supports the electrical display device, the frame having an opening that allows light to pass therethrough;

a light source that is disposed near a lower edge of the electrical display device; and

a reflection cover that is provided to partially surround the light source, the reflection cover being configured to reflect light from the light source toward the electrical display device while reflecting a part of the light toward the variable display unit to illuminate the variable display unit.

10. (Currently Amended) A gaming machine comprising:

a first display device that variably displays a plurality of symbols;

a second display device that electrically displays various images, the second display device being provided in front of the first display device and configured to

enable the player to see the symbols displayed by the first display device therethrough;

an input device that allows a player to input a command to bet; and

a controller that controls the first display device and the second display device in accordance with the command to provide a game to the player,

wherein the second display device includes an electrical display device and is arranged to move relative to the first display device to and between a first position and a second position different from the first position, the second display device includes:

a frame that supports the electrical display device, the frame having a plurality of edge members serially connected to each other in a continuous loop to define and surround an opening that allows light to pass therethrough; and

a light assembly connected to the frame and including a light source and a reflection cover, the light source disposed near a selected one of the plurality of edge members, the reflection cover connected to and along the selected one of the plurality of edge members to partially surround the light source and configured to simultaneously reflect light from the light source toward both the electrical display device and the first display device regardless if the second display device is in the first position or the second position,

wherein the second display device has a front surface facing outwardly from the gaming machine and an opposite rear surface facing inwardly into the gaming machine and facially opposing the first display device, the reflection cover, as viewed in cross-section, is generally U-shaped thereby forming a generally U-shaped channel and has a pair of arm portions and U-shaped portion interconnecting the pair of arm portions and, with the light source disposed in the generally U-shaped channel, one of the pair of arm portions is connected to the selected one of the plurality of edge members and reflects light from the light source towards the first display device while a remaining one of the pair of arm portions reflects light from the light source towards the rear surface of the second display device.

11. (Previously Presented) The gaming machine as claimed in claim 10, wherein

the second display device is arranged to move in a back and forth direction with respect to the first display device.

12. (Previously Presented) The gaming machine as claimed in claim 10, wherein the second display device is arranged to move in an up and down direction with respect to the first display device.

13. (Previously Presented) The gaming machine as claimed in claim 10, wherein the second display device is arranged to move between a first position where the player is able to visually recognize the second display device and a second position where the player is unable to visually recognize the second display device.

14. (Previously Presented) The gaming machine as claimed in claim 10, wherein the second display device includes a flat liquid crystal panel.

15. (Previously Presented) The gaming machine as claimed in claim 10, wherein the first display device is in a form of a plurality of reels operative to rotate about a common axis of rotation.

16. (Previously Presented) The gaming machine as claimed in claim 10, wherein the first display device includes a rotation shaft and a mechanical reel that rotates about the rotation shaft, and
wherein the second display device is provided to be rotatable about the rotation shaft.

17. (Previously Presented) The gaming machine as claimed in claim 16 further comprising:

a support body that is loosely fitted into the rotation shaft, the support body supporting the second display device; and

an actuator that rotates the support body about the rotation shaft to rotate the

second display device about the rotation shaft.

18. (Previously Presented) The gaming machine as claimed in claim 17, wherein the second display device includes:

a display panel;

a frame that supports the display panel, the frame having an opening that allows light to pass therethrough;

a light source that is disposed near a lower edge of the display panel; and

a reflection cover that is provided to partially surround the light source, the reflection cover being configured to reflect light from the light source toward the display panel while reflecting a part of the light toward the first display device to illuminate the first display device.

19. - 24. (Canceled)